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send.

64. (New) A method according to claim 33, wherein the blocks have a variable size.

65. (New) A method according to claim 33, wherein the memory comprises a memory in which data is not freely writable, preferably a Flesh memory volume.--

Please ~~cancel~~ claims 20 and ~~47-53~~.

#### REMARKS

The claims have been amended to remove multiple dependencies and to correct antecedent basis errors. No amendments have been made for reasons relating to patentability. No new matter has been introduced by way of this amendment. Full examination and favorable action are requested.

Please charge any fees, or make any credits, to Deposit Account No. 500-591,  
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**APPENDIX A: MARKED UP CLAIMS**

1. A method of restricting data access in a receiver/decoder having a memory, the method comprising [the steps of]:

assigning a plurality of sets of access rights to the data, each set of access rights being assigned to at least one party;

storing the data, the sets of access rights and an identifier for each party in a memory of the receiver/decoder;

comparing the identifier of a party requesting access to the data with the or each identifier stored in the memory; and

providing the party with the set of access rights assigned thereto in the memory of the receiver/decoder.

3. A method according to Claim 1 [or 2], wherein the identifiers for the parties are stored in a header for the data.

4. A method according to claim 1[any preceding claim], wherein the data is downloaded from a bitstream transmitted by a transmitting system, the sets of access rights and identifiers for the parties being stored with the data at the transmitting system.

5. A method of restricting access to data broadcast in a digital system, said method comprising [the steps, at a transmitting system, of]:

assigning a plurality of sets of access rights to the data, each set of access rights being assigned to at least one party;

storing the sets of access rights and identifiers for the parties within the data;

[and]

transmitting the data; and

at a receiver/decoder having a memory, [the steps of]

downloading and storing the transmitted data in the memory of the receiver/decoder;

comparing the identifier of a party requesting access to the data with the identifiers stored in the memory; and

providing the party with the set of access rights assigned thereto in the memory of the receiver/decoder.

7. A method according to claim 1[any preceding claim], in which a further set of access rights is assigned to at least one party whose identifier is not stored in the memory of the receiver/decoder, such a party requesting access to the data being provided with the further set of access rights.

8. A method according to claim 1 [any preceding claim], wherein a particular set of access rights is assigned to one party only, preferably the author of the data.

9. A method according to claim 1 [any preceding claim], wherein a particular set of access rights is assigned to a group of parties, identifiers for each of the members of the group being stored in the memory of the receiver/decoder.

10. A method according to claim 1 [any preceding claim], wherein a set of access rights is used to determine whether a party is prohibited from reading the data.

11. A method according to claim 1 [any preceding claim], wherein a set of access rights is used to determine whether a party is prohibited from overwriting the data.

12. A method according to claim 1 [any preceding claim], wherein the data is stored as files and directories in the memory of the receiver/decoder.

16. A method according to claim 1 [any preceding claim], wherein the data is stored in a Flash memory volume of the receiver/decoder.

23. A method according to claim 21 [or 22], wherein the identifier is stored in a header of the file or directory.

26. A method according to claim 24 [or 25], wherein the header of a file stored the Flash memory volume is stored in a dedicated block of Flash memory.

27. A method according to claim 21 [any of claims 21 to 26], wherein the stored identifier is changed when a file or directory is moved to immediately precede another directory.

28. A method according to claim 21 [any of claims 21 to 27], wherein the data is stored in a receiver/decoder.

31. A method of transferring blocks of data between pages of memory to enable fresh data to be stored in said memory, said memory comprising a plurality of pages, one page of said memory being designated as a source page comprising at least one valid block containing valid data and at least one invalid block containing invalid data, and at least one of the pages of memory being designated as a transfer page, the method comprising [the step of]:

copying the or each valid block from the source page into said transfer page, at least one such block having a position in said transfer page different from its position in the source page; and

erasing the source page.

33. A method of storing data in memory, said memory comprising a plurality of pages, one page of said memory comprising a source page comprising at least one valid block containing valid data and at least one invalid block containing invalid data, and at least one of the pages of memory being designated as a transfer page initially comprising only free blocks, the method comprising [the steps of]:

copying the or each valid block from the source page into said transfer page, at least one such block having a position in said transfer page different from its position in the source page; and

storing the data in said transfer page.

34. A method according to claim 31 [any of claims 31 to 33], wherein the or each valid block is copied into the transfer page in such a manner as to create the largest unfragmented memory area in the transfer page for receiving the fresh data.

35. A method according to claim 31 [any of claims 31 to 34], wherein the erased source page is redesignated as a new transfer page, preferably immediately after erasure thereof.

36. A method according to claim 31 [any of claims 31 to 34], wherein a page is designated as a source page in dependence on the cumulative size of the invalid blocks of the page.

38. A method according to claim 31 [any of claims 31 to 38], wherein the blocks have a variable size.

39. A method according to claim 31 [any of claims 31 to 38], wherein the memory comprises a memory in which data is not freely writable, preferably a Flash memory volume.

42. A method according to claim 31 [any of claims 31 to 41], wherein the memory comprises a memory volume of a receiver/decoder.